CRYPT CHANTER

A lone figure performs a melancholic dirge. Its haunting melody resonates in the bones of all who hear it, calling them to engage in the dance of death. The sound chills your soul, yet simultaneously fills you with a sickening euphoria.

Malefic Musicians. Crypt chanters are profane spirits gifted with musical mastery. Their choice of instrument can vary wildly. Some sing, some play the lute, others perform using woodwinds, but the one thing they all share is a contempt for the living. The melodies performed by a crypt chanter are supernatural pieces of music that form an unholy link between the listener and the gods of undeath. Anyone who hears their song is doomed to dance or watch in captured horror as the magic in the melody erodes their body and mind. Those destroyed by the crypt chanter will quickly rise as undead creatures akin to the one who created them, joining in the performance and spreading the curse of undeath.

Rampant Undeath. Only the most strong-willed can resist the call of a crypt chanter, and even then, almost none can resist indefinitely. Because of this, crypt chanters can be among the most destructive undead to ever appear. If left unchecked,

in a single night an entire village can be converted from a thriving community to a cacophony of madness, sickening song, and undeath.

Crypt Chanter

Medium Undead, Chaotic Evil

Armour Class - 16 (natural armor)
Hit Points - 54 (12d8 + 0)
Speed - 30 ft., fly 30 ft.

STR 10 (+0)
DEX 18 (+4)
CON 10 (+0)
INT 14 (+2)
WIS 14 (+2)
CHA 20 (+5)

Skills Intimidation +8, Perception +5, Performance +11, Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 30 ft., passive Perception 15
Languages Abyssal, Common
Challenge 7 (2,900 XP)

Proficiency Bonus +3

Traits

Create Spawn.
Any humanoid slain by a crypt chanter's draining melody rises from the dead as a new crypt chanter 1d4 rounds later. Crypt chanters created in this way are bound to their creator and are under the original crypt chanter's control until its destruction.

Draining Melody.
The crypt chanter constantly performs a magically charged melody. All creatures within 60 feet of the crypt chanter who can hear this melody at the start of their turn must succeed on a DC 16 Wisdom Saving Throw or become charmed by the crypt chanter as long as they remain within 60 feet of it. While charmed in this way the target is stunned.
If the creature is already charmed by the crypt chanter's melody at the start of its turn it must Succeed on a DC 16 Wisdom Saving Throw or become enthralled by the crypt chanter. An enthralled creature has disadvantage on perception checks and takes 12 (5d4) psychic damage at the end of their turn. The creature's hit point maximum is reduced by the amount

of psychic damage taken until they take a long rest. A creature reduced to 0 hit points by this damage dies instantly.
Any time a creature takes damage from the crypt chanter's draining melody, they may attempt to succeed on a DC 16 Wisdom Saving Throw to end the charmed condition on themselves.
A creature who succeeds on their saving throw against being charmed by the crypt chanter is immune to the crypt chanter's song until it stops performing.
When the crypt chanter stops performing all creatures charmed by it are released.

Incorporeal Movement.
The crypt chanter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Weakness.
The crypt chanter is unable to perform its draining melody or take any actions other than the dash action when in an area of direct, natural sunlight.

Actions

Multiattack.
The creature stops performing its draining melody and makes two withering touch attacks.

Withering Touch.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 17 (4d6 + 3) necrotic damage.